

SPIDER-MAN

MYSTERIO'S MENACE

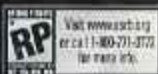
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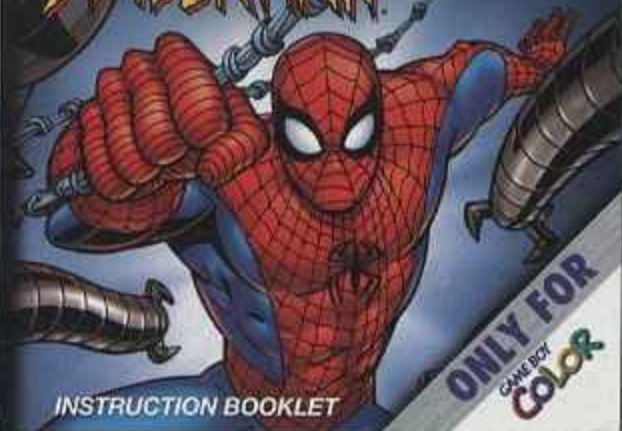
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Nintendo

GAME BOY **color**

THE SINISTER SIX SPIDER-MAN 2

CGN-R05F-USA



INSTRUCTION BOOKLET

ONLY FOR
GAME BOY
color

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STARTING THE GAME

Make sure the POWER switch is OFF.

Insert the Spider-Man 2: The Sinister Six Game Pak into the Game Boy® Color slot as described in your Nintendo Game Boy® Color instruction manual.

Turn the POWER switch ON.

Note: The Spider-Man 2: The Sinister Six Game Pak is for Game Boy® Color only.

When the Main Menu screen appears, you will see four options: New Game, Options, Continue, and Credits. Use the Control Pad to move up and down to your selection, and then press Start or the A Button. (For an explanation of the Password Screen, please refer to page 16.)

After selecting New Game, the Difficulty Setting Screen will appear with three options: Easy, Medium, and Hard. Use the Control Pad to move up and down to your selection, and then press Start or the A Button.

GAME BOY® COLOR CONTROLS

Jump/Make Selection

Run/Scroll Menu

Attack/Previous Screen

Mission Screen

Pause Game

Shoot Web Immobilizer B + A

Web Swing A + A (hold)



THE MAN BEHIND THE SPIDER

Peter Parker was orphaned at an early age, and went to live in Forest Hills, Queens, New York with his elderly aunt and uncle. He grew up as a shy, bespectacled, studious boy with a real talent for the sciences. It was at a scientific demonstration of a new radiation technology that the incident happened that would change his life forever.

Unperceived by the crowd, a spider had crept into the beam of radiation being generated by the experiment. Glowing strangely all the while, the spider dropped down onto the hand of an unsuspecting Peter Parker, and bit him.



Feeling unnerved, Peter left the building and wandered home in a daze. When a car almost clipped him, he leapt up high without thinking onto the side of a building, where he stuck like a spider. Indeed, this young boy had gained the powers of a spider—speed, strength, wall-sticking, and an unerring sixth sense which warns him of danger just before it occurs.

THE POWERS OF THE SPIDER-MAN

Spider-Man has a total of four powers: spider-strength, spider-speed, spider-grip, and spider-sense. The combination of these amazing abilities, as well as his equipment, make him one of the most powerful, dynamic, and undefeatable heroes of all time!

1. Spider-Strength:

The radioactive spider that bit Peter transferred its characteristics into his DNA. Among these was the proportionate strength of a common house spider. His enormous spider-strength allows him to lift or press 10 tons under optimal conditions.



Spidey's might makes him deadly in hand-to-hand combat, which is his main form of direct attack. He uses strength with his spider-sense and spider-speed in combat, making him extremely hard to surprise, harder to hit, and even harder to withstand.

2. Spider-Speed:

As well as gaining the strength of a spider, Peter also inherited the arachnid's swift speed. He can move and react several times faster than an ordinary human. His reflexes allow him to dodge a bullet (if far enough away), and coupled with his uncanny spider-sense, gives him a definite advantage in dangerous situations. Very rarely is Spider-Man surprised or unaware in a fight, no matter how sneaky or devious the villain.

3. Spider-Grip:

Spider-Man's most helpful ability in his crusade against evil is the spider's natural ability to walk on walls and ceilings. His spider-grip

lets him get into all kinds of places, like air vents and elevator shafts. He often uses his "grip" to hide in corners and on ceilings, dropping in at the most opportune time. Spidey can attach himself to basically anything, and can also use this power to hold onto objects.

4. Spider-Sense:

This ability has saved Spidey numerous times in the heat of battle. It is an extended danger sense, and it gives Peter an itching feeling at the base of his skull whenever danger is near. The scope of this power is enormous, and aids him in both everyday and combat situations. The sensation this power gives him helps him to "focus in" on the source of the danger. It acts like radar, guiding him if he's lost or plunged into darkness.



MAIN MENU

The Main Menu contains four options that you can select by scrolling up and down with the Control Pad. When an option is highlighted, make a selection by pressing the A Button or START.



OPTIONS MENU

Change the Music and Sound volume by highlighting the desired option and pressing the A Button. Once you have finished your changes, select Back and press the A Button to go back to the Main Menu. Pressing the B Button will also take you back to the Main Menu.



ON-SCREEN DISPLAY

Spider-Man Health Meter—This meter displays how much health Spider-Man has left. The meter is purple at full health and gray when empty.

Enemy Boss Health Meter—When Spidey encounters an enemy boss their health is displayed here. The meter is blue when full and gray when empty. This meter is empty until Spider-Man faces an Enemy Boss.

Web Fluid Indicator—This meter represents how much fluid is left in Spider-Man's web-shooters. The meter is blue and white when full and turns gray when empty.

Extra Life Indicator—This represents the remaining number of lives Spider-Man has.



MISSION OBJECTIVES SCREEN

The Mission Objectives screen is displayed by pressing SELECT during gameplay.

Primary Goal—This is displayed on the cover of a Daily Bugle newspaper. The newspaper headline will display a picture of a mission-critical object or character, or the way to gain access to the next level of gameplay.

Password—Displayed below the Primary Goal is the password that will allow access to the current level at a later time.



POWER-UPS AND SPECIAL ITEMS

Power-Ups

Spidey Life—This gives Spidey one more life.



Spidey Health Burst—This will restore 10% of Spider-Man's health bar.



Spidey Health Blast—This will restore 30% of Spider-Man's health bar.



Mini-Web Cartridge—This adds 10% more web fluid to Spider-Man's reserve.



Maxi-Web Cartridge—This adds 50% more web fluid to Spider-Man's reserve.



Special Items

Spidey Armor—This will make Spider-Man invincible for a short duration.



Keys—In order to progress from one level area to another, Spider-Man must locate and utilize a number of keys. These keys can be located anywhere on the level, or they may be carried by one of the many enemies Spider-Man will encounter. Explore all areas and confront all baddies to find the keys.



ENEMIES

Spider-Man's enemies are numerous and legendary. The odds are definitely not in the favor of everyone's favorite wall-crawling hero. Here is a sampling of the foes that have been gathered to make Spider-Man's life all the more interesting.

Crash

A ruthless gang member all of his life, Crash and his gang fear nobody, not even Spider-Man.



Jenna

Dealing in the art of sorcery, Jenna is feared by all. She has the ability to launch and control deadly exploding orbs with her mind.



Mole

After claiming gang rights to most of New York, he was chased out of town by his enemies. Now he just sits inside windows and attacks anyone he can.



Sylvia

A powerful foe, Sylvia has taken to the streets to see if anyone can match her skill in martial arts.



Pitbull

This punk knows how to rumble! After years of fighting underground for money, he has surfaced on the streets to try and make a living by robbing people.



Gage

Gage thinks because he has a gun, that gives him the right to roam the city shooting at anything that moves.



ENTER PASSWORD SCREEN

Select **Continue** from the Main Menu to enter a password. Use the Control Pad to select a character and press the A Button to accept. To remove a character, press the B Button. Highlight and select **✓** to accept and **X** to exit the Password Screen. After all six characters have been inputted, the game will begin at the last level achieved.



GAME OVER/CONTINUE SCREEN

The Game Over/Continue Screen will appear when Spider-Man has lost his last life. Select **✓** to resume the game at the beginning of the last level Spider-Man achieved. Difficulty, Game Level, Number of Lives, etc. will be retained in the continued game. Select **X** to quit the game. A password will be provided to continue the game at a later time.



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